

BLENDER FOR BEGINNERS

COURSE CODE: MOOCCAP-A11

DURATION: 5 Weeks

Course Prerequisites:

Basic Knowledge of Computer

Learning Outcome:

1. Learn what is 3D
2. Principals of 3D
3. Modelling in 3D
4. Texturing & Materials in Blender
5. Different lights used in 3D
6. Creating 3D scene from Modelling to render
7. How to render best quality in minimum time
8. Using different Render engines in Blender.

Course Description:

I am here to help you learn Blender and to show you the tools you need to become a successful 3D Artist.

Blender is the industry standard used by professional 3D Artists to create stunning, 3D imagery after completing this course, you too can become a confident, skilful and efficient creator of stunning CGI (Computer Generated Imagery).

This course is aimed at people who are completely new to Blender & 3D.

COURSE DETAILS

MODULE 1: (Introduction to Course & Getting Started)

TOPIC 1: (Introduction)

- Lecture 1.1: Understanding what is 3D
- Lecture 1.2: Learning Blender UI
- Lecture 1.3: How to optimize Blender

TOPIC 2: (Getting Started)

- Lecture 2.1: Starting a New Project
- Lecture 2.2: Blender Tools
- Lecture 2.3: Research & Collecting References
- Lecture 2.4: Creating Composition

MODULE 2: (Modelling)

TOPIC 1: (Introduction of Modelling)

- Lecture 1.1: Basic principle of Modelling
- Lecture 1.2: Learning modelling tools
- Lecture 1.3: Learning about 3D mesh flow
- Lecture 1.4: Creating a Room in 3D
- Lecture 1.5: Part 1
- Lecture 1.6: Part 2

MODULE 3: (Texturing)

TOPIC 1: (Introduction of Texturing)

- Lecture 1.1: Understanding how 3D texturing works
- Lecture 1.2: Learning About UV mapping
- Lecture 1.3: Part 1
- Lecture 1.4: Part 2
- Lecture 1.5: Texturing a 3D room
- Lecture 1.6: Part 1
- Lecture 1.7: Part 2

MODULE 4: (Lighting in Blender)

TOPIC 1: (Introduction of Lighting in Blender)

- Lecture 1.1: Understanding about different lights in Blender
- Lecture 1.2: Working with HDRI's
- Lecture 1.3: Lighting a Room scene
- Lecture 1.4: Part 1
- Lecture 1.5: Part 2

MODULE 5: (Rendering)

TOPIC 1: (Introduction of Rendering)

- Lecture 1.1: Understanding Blenders different render engines
- Lecture 1.2: Part 1
- Lecture 1.3: Part 2
- Lecture 1.4: Rendering a 3D room scene